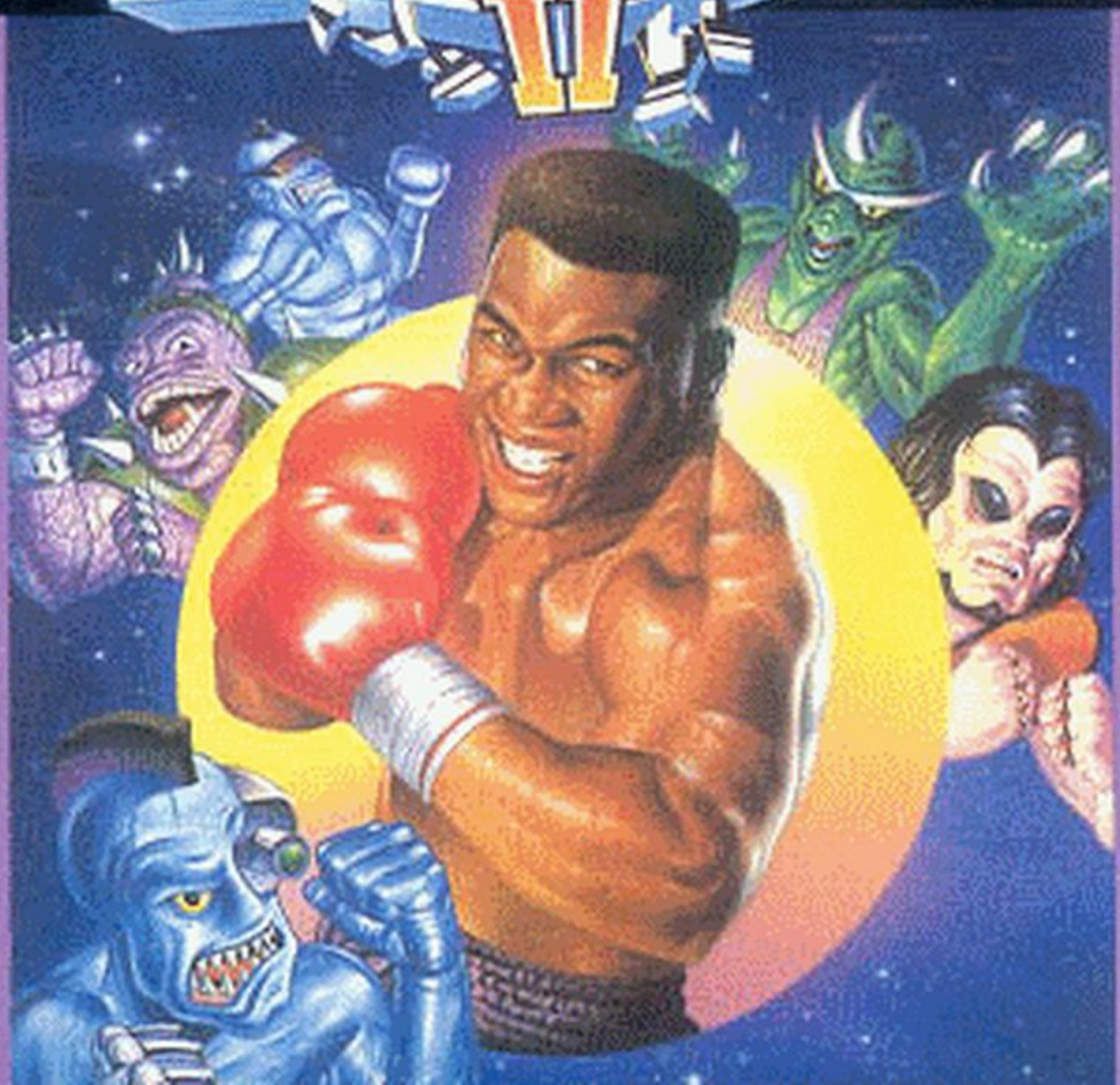
NES-P2-USA

AMERICAN SOFTWORKS CORP.

POW-ER PUNCH II



GAME PAK INSTRUCTIONS

Licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM

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PRECAUTIONS:

1. Always make sure the power to your NES Control Deck is turned OFF before inserting the GAME PAK.
2. This is a high precision game with complex electronic circuitry. It should not be stored in places that are very hot or cold. Never hit it or drop it. Never attempt to open it or take it apart.
3. Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by inserting the GAME PAK into its protective storage case.
4. Don't clean with benzine, paint thinner, alcohol or similar solvents.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither American Softworks Corporation nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

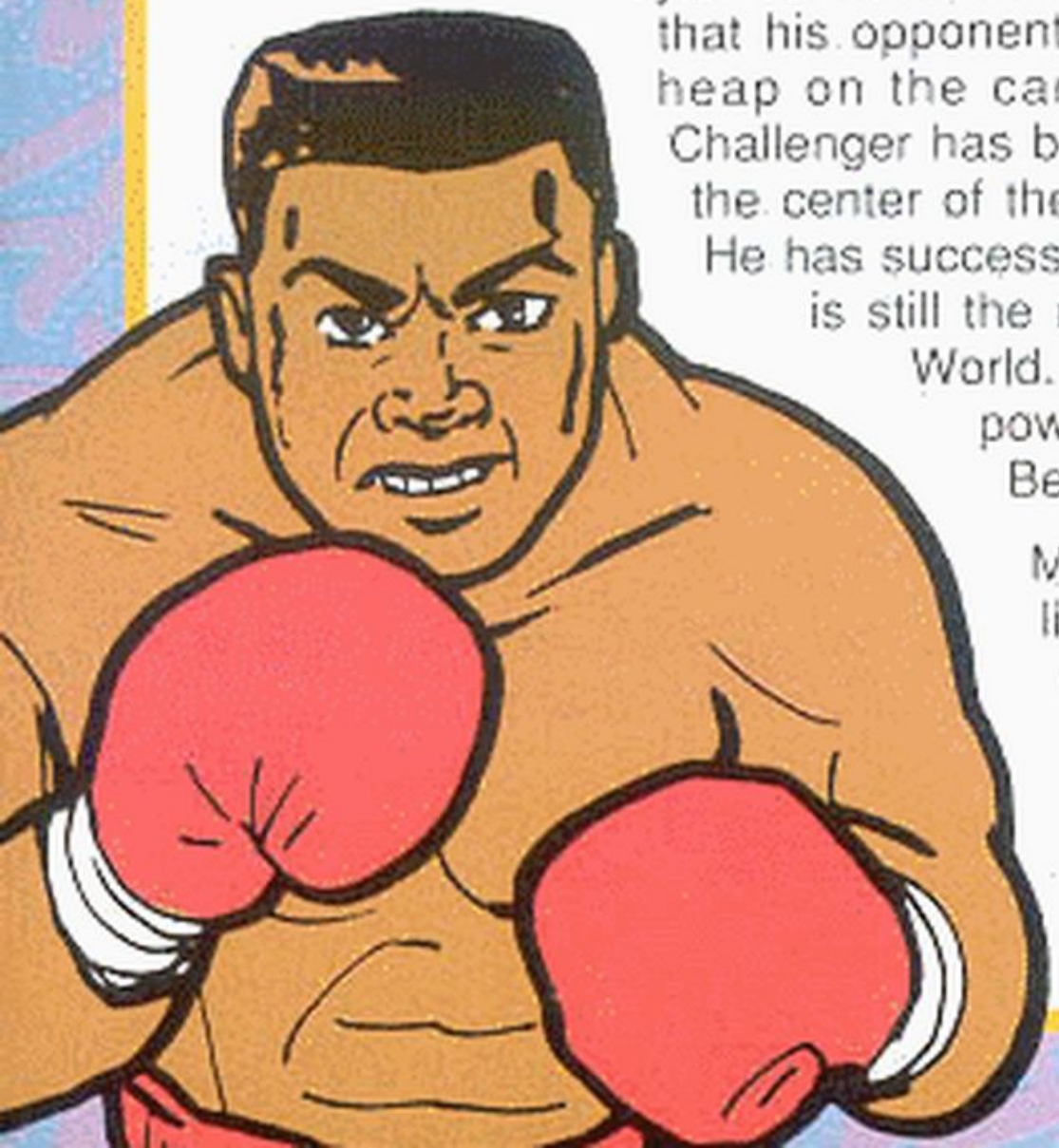
ADVISORY

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

In This Corner (In the Near Future)

Tyler lands a left. Another. Now he follows it up with a hard right to the body. The Challenger is hurt. That last body blow left him with legs of rubber. Tyler is now all over him. The referee is watching closely, ready to step in if he has to. Tyler connects with a straight right to the chin and then a left that his opponent never saw coming. He goes down in a heap on the canvas. 8...9...10...YOU'RE OUT! The Challenger has been knocked out. He's still on his back in the center of the ring. The crowd goes wild. Tyler did it! He has successfully defended his title for the 9th time. He is still the undisputed Heavyweight Champion of the World. No man on earth can match his incredible power. He has held the Unified Championship Belt for 8 years, from 1998 to 2006.



Meanwhile, watching the fight only a few light years away is Gordo Gloop, Chairman of the Intergalactic Boxing Federation (IGBF). Gloop (formerly "The Titanium Jaw") is furious about the one hundred twenty-seven thousand scellogs ($31.00) he spent for the pay-per-view satellite coverage of the fight. Sure, no man on

earth can beat Mr. Tyler. The boxers on earth are nothing more than circus sideshow entertainers. But how would their "Challenger" measure up against the best of the IGBF?

...Only one way to find out. Invite Mark "Tough Guy" Tyler to trade Vegas for Venus...Atlantic City for Anargulon 5. Give him the opportunity to fight some contenders who are truly out of this world.

From the Cyborg 9763 Borg to the toxic mutant Lex Lumpblocker to the "whatever he is" Bonehead, you'll go toe-to-toe with some of the boxing super stars of the cosmos. They may look strange and they may act even stranger, but they certainly know what to do when they step into the ring (or whatever it is they step into when they fight for the IGBF).

Only the strength, skill and drive that made you the Heavyweight Champion of the World, will now make you, Mark Tyler, the undisputed Champion of the Universe.

Go for it! Keep your punches up. Break when you're told to break. Come out fighting at the sound of the bell.

Good luck.

Getting Ready

LOADING

1) Make sure the power switch on your Nintendo Entertainment System® is OFF.
2) Insert the Power Punch II Game Pak as described in your NES manual.
3) Turn the power switch ON.

After the Power Punch II Title Screen appears, you will see Tyler win the heavyweight title. The excitement is short-lived however, as Gordo Gloop challenges him to take on the IGBF. To reach the Game Selection Screen at any time during the opening, press the START BUTTON.

NOTE: Power Punch II is a 1 player game. Always use the Player 1 Controller.

IGB FEDERATION COMPUTER
NAME: MARK TYLER
SPECIES: HUMAN
ORIGIN: EARTH
CLASS: CHAMPION
COMMENT: HAS NEVER LOST AND HAS NEVER BEEN KNOCKED DOWN. WON AN OLYMIC GOLD MEDAL AND IMMEDIATELY TURNED PRO. HAS A RECORD OF 38-0 WITH 30 KO'S. CONSIDERED TO BE THE GREATEST OF ALL TIME.
PRESS START!

Game Selection

You can either start a NEW GAME, beginning your bid for the Championship of the Universe at the first qualifying bout or, if you have qualified for the Galactic League, you can select CONTINUE OLD and pick up your title bid from where you left off. (See PASSWORD, page 20.)

To select either option, use the UP and DOWN CONTROL PAD ARROWS to move the cursor to your choice and press the A BUTTON, the B BUTTON or the START BUTTON.

If you select CONTINUE OLD accidentally (or enter an incorrect password), press the START BUTTON twice to enable you to try again.

Pre-Fight Training Ship

Regardless of whether you are beginning a new game or continuing an old one, to get you and keep you in top form while you are traveling between inter-stellar bouts, your IGBF transport shuttle comes complete with a gym.

To reach the training ship, after you see the IGBF Computer Profile of Mark "Tough Guy" Tyler, press the START BUTTON.

You then have two options:

1) **Workout** - You spar with a droid partner to get yourself into peak fighting condition.
2) **Skip Workout** - You cut straight to the action. "I've trained enough, thanks. Just let me at 'em in the ring."

Workout

To workout, use the UP or DOWN CONTROL PAD ARROW to move the cursor to WORKOUT. Then press ANY button.

Your object is to punch your sparring partner's training gloves as soon as they light up.

NOTE: You must wait until the gloves light up before you punch or else you will never register any "hits."

Every two consecutive hits in turn improves your:

1) Endurance

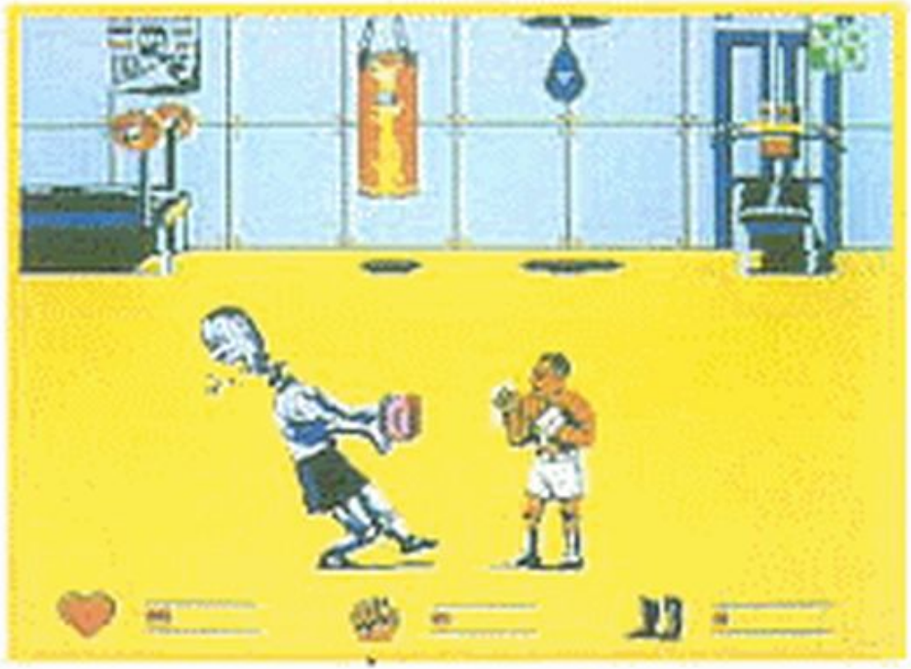
2) Strength

3) Agility

Five hits in a row will score you some bonus energy (as well as give you the opportunity to throw a Super Head Buster).

The higher your Endurance, Strength and Agility meters are, the better condition you are in. The better condition you are in, the better the chances are of your opponent chewing on the canvas at the end of the fight instead of you.

NOTE: If you are really serious about obtaining the IGBF Championship Belt, it is recommended that you train hard and often. However, if training is not what you're into, you will still be awarded "default energy" when you skip a training session.



Workout Controls

The controls while working out operate differently than they do when you are actually in the ring.

To throw a right, press the A BUTTON.

To throw a left, press the B BUTTON.

To punch up or down with a left, press the appropriate UP or DOWN CONTROL PAD ARROW plus the A or B BUTTON.

To throw a SUPER HEAD BUSTER (after 5 out of 5 hits), press the A or B BUTTON.

To take a break, press the SELECT BUTTON or pause with the START BUTTON.

To resume training, press any button other than the CONTROL PAD ARROW or press the START BUTTON again.

To quit the workout, press the SELECT BUTTON, use the UP or DOWN CONTROL PAD ARROW to move the cursor to SKIP WORKOUT and press any other button.

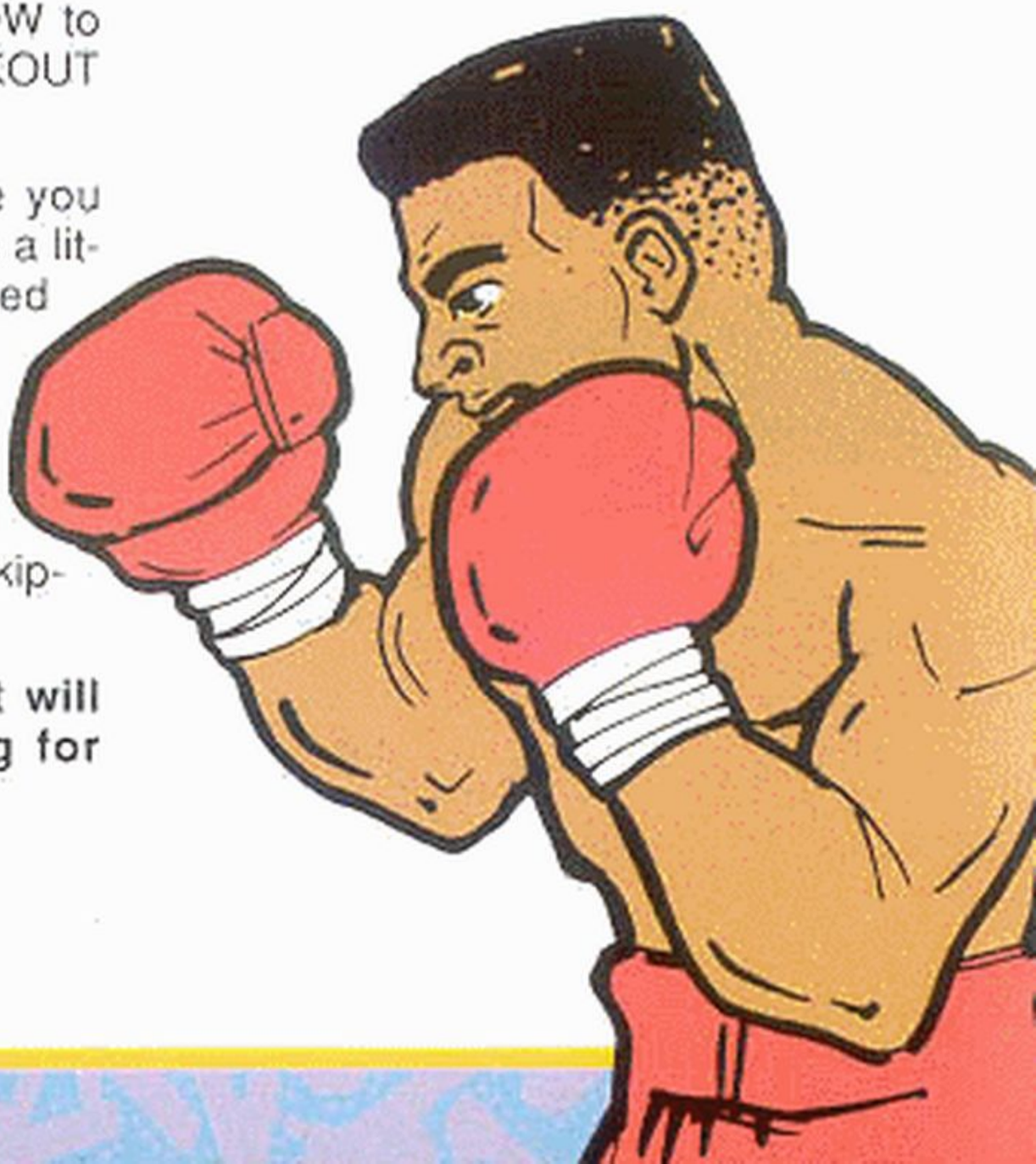
Skip Workout

To skip the workout, use the UP or DOWN CONTROL PAD ARROW to move the cursor to SKIP WORKOUT and press any other button.

Skipping the workout will give you scores for each of the attributes a little lower than if you had trained but only connected twice.

If you decide to workout but then halfway through want to throw in the towel, you will be awarded a score higher than skipping the workout altogether.

Note: Skipping the workout will take you right into the ring for your first bout.



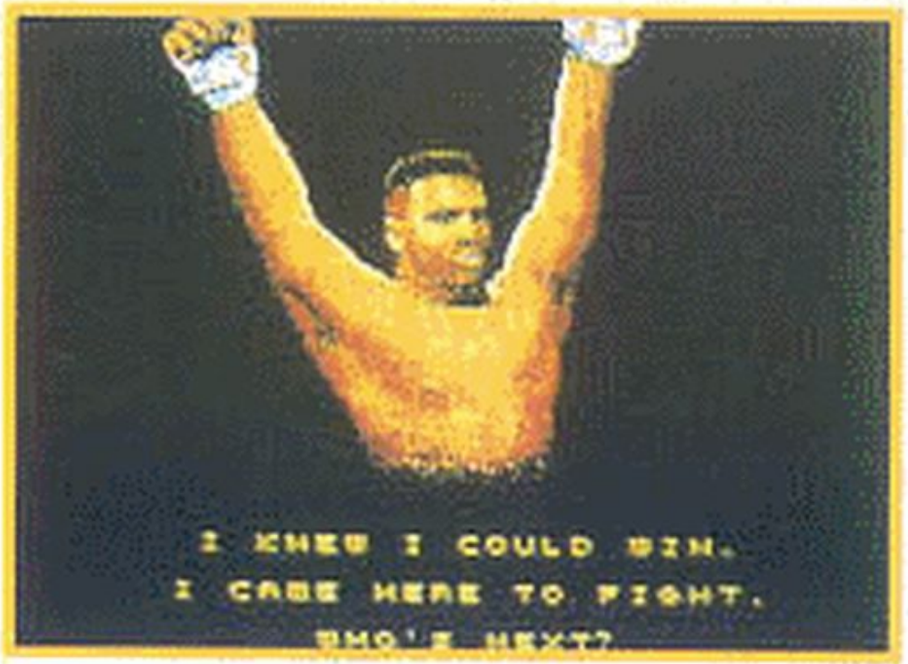
The IGBF Heavyweight Championship

On earth you may be a boxing legend, but out in space you've got to prove that you're even a contender. If you want a shot at the title, you have to work your way up the rankings:

1) Win three fights to become **Solar Champion.**
2) Win four more fights to become **Galactic Champion.**
3) Win five additional fights to become **Intergalactic Champion.**

Then the big one...

4) Win the championship fight to become the undisputed Heavyweight Champion of the IGBF...**the Champion of the Universe.**



Victory & Defeat

Each match won moves you up through the three levels of IGBF heavyweights, so that eventually you'll go head-to-head with the current title holder, "Fighting" Fly-Mo. As you climb the ranks, before each bout, you will see an IGBF computer information screen for your next opponent.

Losing a fight has different consequences depending on the number of fights lost.

Lose 1 fight: drop back 1 bout for a rematch against the last opponent defeated.

Lose 2 fights: drop back 2 bouts.

Lose 3 fights: and the game's over.

If losing a fight drops you back to the start of the level, the game is over.

Fight Statistics

The Statistics Screen (Stat Screen) appears before each fight, after each round as well as after every fight. It provides the following:

1) Your Cosmic Rating. This is a rating between 0 and 200. It is scored according to your performance in every bout. Some of the things that affect your rating are hit percentage, knockouts, length of each fight, number of hits taken, etc. The rating is updated after each fight...and affects how well you will do in your next bout.
2) A record of your Cosmic wins and losses.
3) A running total of your punches thrown, punches landed and how many times you have been knocked down.
4) The name of your opponent.
5) The round you are about to enter.
6) A running total of your opponent's punches thrown, punches landed and how many times you have knocked him down.

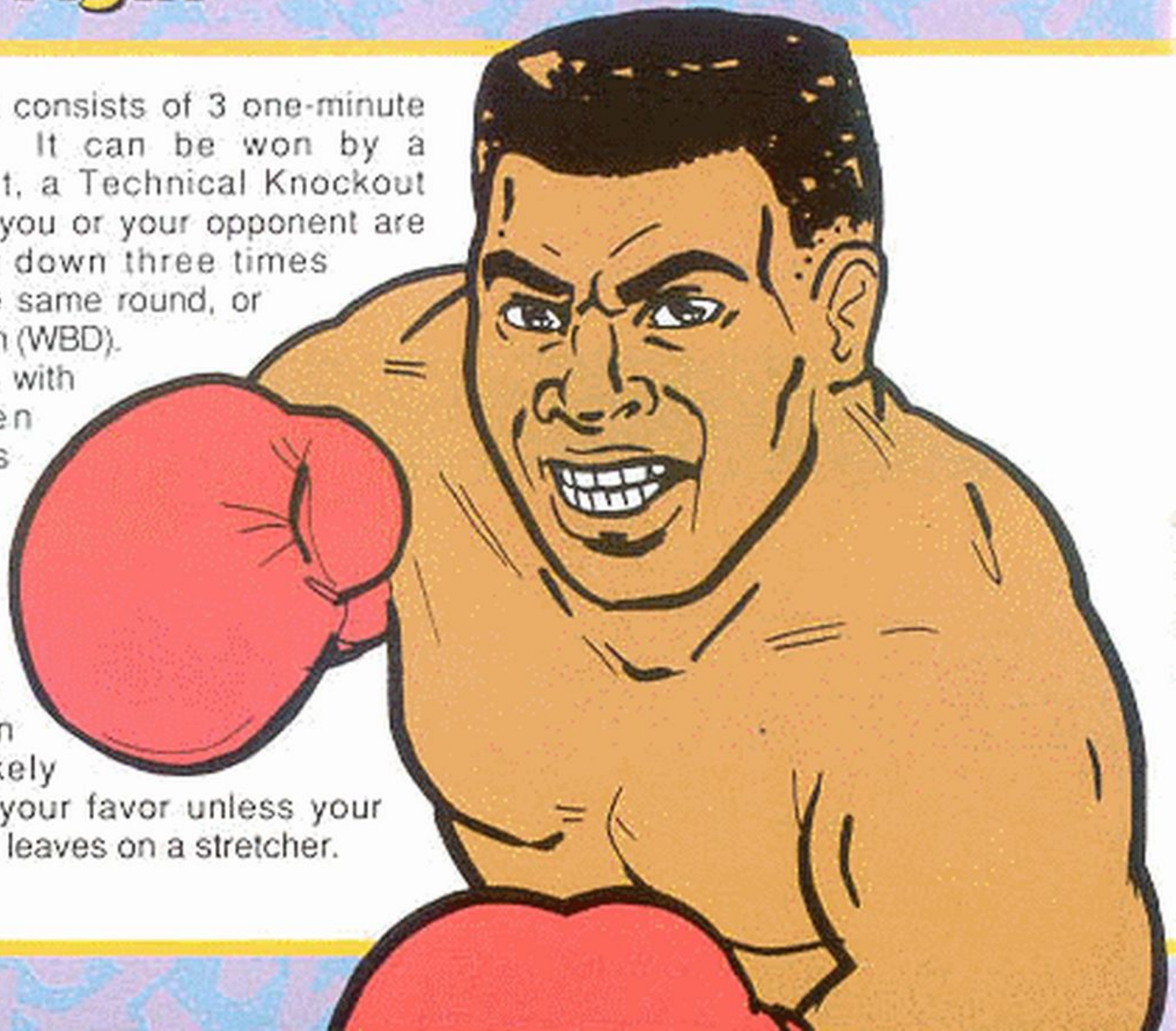
Review the Stat Screen information between rounds to help you evaluate your performance. Are you throwing too many wild punches? Landing a good percentage, but throwing far too few? How about your opponent...has he landed twice as many punches as you?

To move from the Stat Screen into the fight, press the START BUTTON.

To view the Stat Screen after the bout is over, press the START BUTTON when you see either the Match Won or Match Lost message on the screen.

The Fight

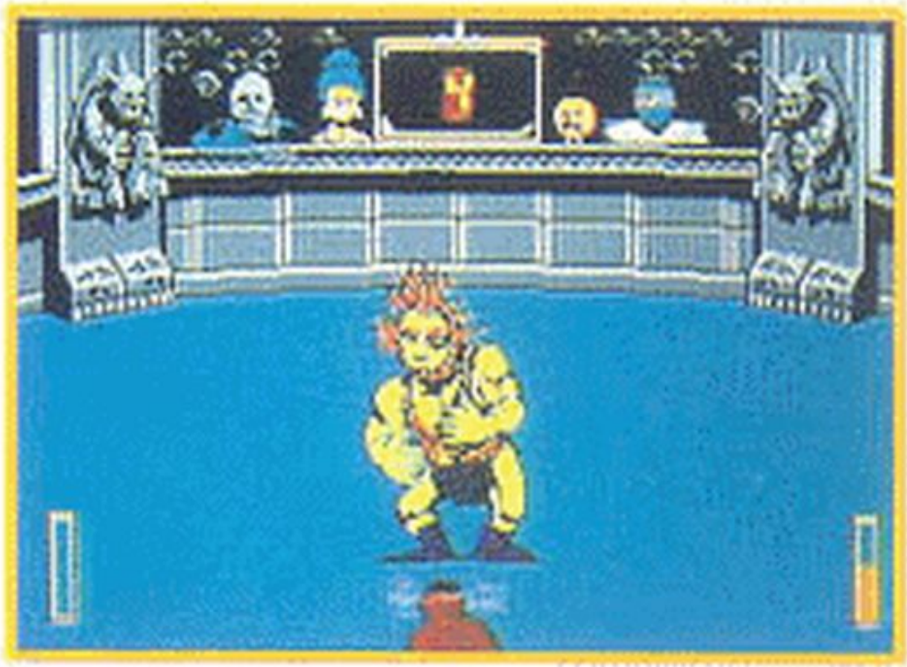
The bout consists of 3 one-minute rounds. It can be won by a Knockout, a Technical Knockout (TKO) if you or your opponent are knocked down three times within the same round, or by decision (WBD). However, with the alien judges predisposed towards their local boys, any decision is not likely to go in your favor unless your opponent leaves on a stretcher.



Energy

Your strength and stamina are shown on the energy bar on the left hand side of the ring; your opponent's is on the right. While severe blows taken to the head and body will rapidly dissipate your energy, so too will punching wildly and relying too heavily on defensive blocking instead of aggressive boxing.

After a knock down, energy is partially replenished. Each new round begins with a rest. This allows you and your opponent time to recover some of the expended energy.



Note: When you are knocked down, rapidly press the A and B BUTTONS alternately. This will help you recover energy and allow you to get back into the fight as soon as possible.

Basic Moves

To jab with a right, press the A BUTTON.

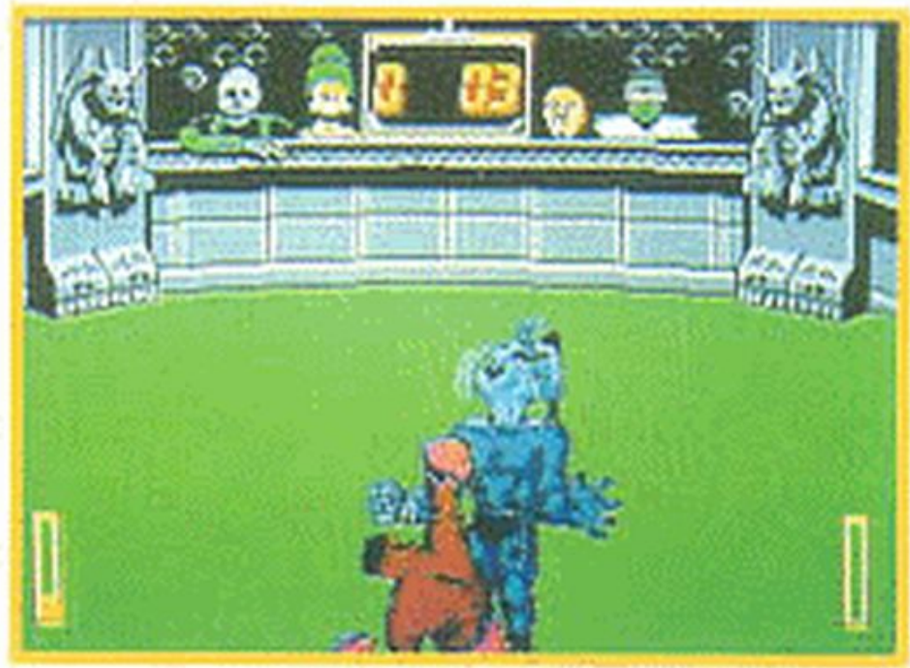
To jab with a left, press the B BUTTON.

To throw an uppercut, press the UP CONTROL PAD ARROW plus the A BUTTON for a right, or the B BUTTON for a left.

To throw a body blow, press the DOWN CONTROL PAD ARROW plus the A BUTTON for a right, or the B BUTTON for a left.

To block, press the DOWN CONTROL PAD ARROW.

To move left or right, press the appropriate LEFT or RIGHT CONTROL PAD ARROW.



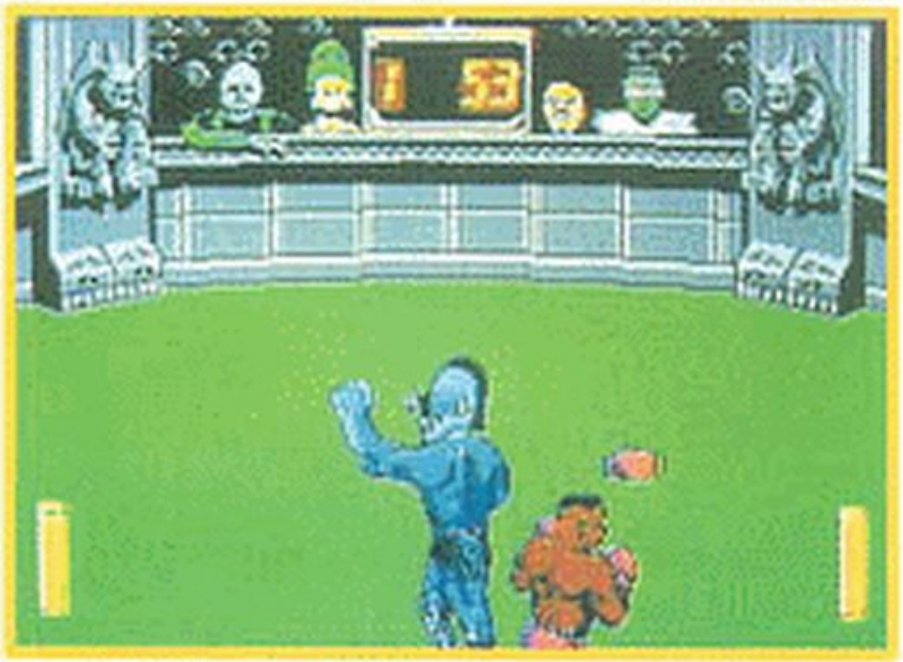
Power Punches

Some of your opponents can be stopped by pure boxing technique, but Tyler's edge is in the devastating impact of his Power Punches.

You have to workout to get Power Punches and to know how and when to use them against each opponent.

The number of Power Punches you have is shown next to the countdown timer. A maximum of 4 are available in any one round.

Note: You do not lose Power Punches when you are hit or knocked down. Also, you cannot carry them from round to round except during one specific fight against one specific opponent.



Your Opponents

The IGBF boasts an impressive roster of heavyweights. From brawlers to boxers to knockout artists, each has his own unique style. Each also has his own weakness. This is what you have to discover for yourself, if you want to make it to the top. Some of these weaknesses are easy to pick up (Western Union would be proud of how well they are telegraphed) but others are not as easy to distinguish.

These fighters also have their own unique moves and strategies. Don't take anything for granted. You might think that you're in pretty good shape and then the next thing you know, the referee is counting to 10 while you're laying on your back staring up at the lights. Here's the list of IGBF personalities...

9763 Borg

Borg started life as just another transporter pilot, but fate intervened, in the form of an intergalactic head-on collision, and the rest is Cyborg boxing history. His style may be predictable, but a unique built-in electronic repair system, a clear reach advantage and a roundhouse left that'll spin you like a top makes Borg no biomechanic bum.

Derec Nodden

Derec may now be overshadowed by the success of his younger brother (Erec Nodden), but he is by no means in the twilight of his career. His body blows will still send you sprawling and he is still pretty light on his feet. His real goal, the thing that keeps him coming back for more, is the thought of a championship fight against his brother. Nodden vs Nodden.

Alpha Bonehead

A few too many years as a nuclear fuel pump attendant guaranteed no one will ever love Bonehead for his looks. But this is the IGBF where beauty lies in opening the eye of the beholder with a right hook, and this mangy mutant has done that enough to make him the Solar Champion

Helmet Skull

As a member of the Intergalactic Riot Force, Helmet's job is to terrorize the galaxy. Boxing is what he does for fun...and he has a lot of fun. He uses his bouts to try out new ways to inflict punishment. Fortunately, while his power makes him a one punch KO artist, he is also slow. Get to him quickly, keep the pressure on and he may never recover.

Lex Lumpblocker

Don't let the name deceive you. Lex may not have grace, but he's technically one of the best boxers in the IGBF. He uses his hooks and uppercuts to create some of the best combinations ever seen. Timing is everything with Lex. It works for him, but it also works against him. Stay alert...don't give him even the slightest opportunity.

Grathnox 4

A former Cyber-Tank Corps colonel, "The Tank" is now a top contender for the IGBF Championship. Punishing combinations and an extensive armory of fight stopping punches put him far beyond the reach of even the most extraordinary boxers. Hit him with all you've got!

Erec Nodden

He has successfully combined power and speed, but his lack of reach forces him to take the fight "inside." He'll stay right in your face and concentrate on weakening your body before he goes head hunting. Avoid slugging it out with him. Use your agility and quick combinations to score often and effectively. Don't give him a chance to take the fight away from you with damaging body blows...and don't forget to keep your chin protected as well.

Rayx-B2

"The Tank" is back...and every loyal Procyon 4 mutant, Cyborg and human-form resident wants to see him win and win big. Be sure and disappoint them. Keep an eye on his foot movements (or should we say tread patterns) and give him all you've got. He's tough, but he has been down before...so it's possible it could happen again.

Pugly Positronic

Having no legs makes for a unique style. Watch for those big roundhouses and doublefisted punches. Walk into one and you'll feel like you just went head-to-head with a freight train. Block, move, and remember: self-preservation won't win titles. You've got to take punches in order to give punches, but with Pugly, you might not be able to take more than one.

Super Borg DLX

Cyborgs just don't know when to quit! Actually, they don't know anything unless they are programmed for it. 9763's been overhauled. The brain is faster, the reactions quicker, the style...? Well, it's hard to tell...it appears to be effective, but it certainly is different.

Hammerhand

If anyone knows height is no measure of a boxer's skill, it's you, Mark Tyler. So don't let this little guy fool you, or his pile driver will cut you down to size. His speed will give you no place to run, but learn his moves and you'll have a winning edge. If you move without thinking, you might never move again.

"Fighting" Fly-Mo

The undisputed Heavyweight Champion of the Universe is the favorite of fight fans throughout the galaxy. He combines quickness with strength, intelligence with style, and showmanship with perfect technique. Does he have the stamina to go the distance? If anyone can find out it's you. Don't waste punches fighting his fight, but when he's in range pound him and keep pounding him.

Password

To enable you to make your title bid without having to start from the beginning each time, the Solar, Galactic and Intergalactic Leagues each have their own password. It appears prior to the Training Ship Screen for each league.

To use the password, on the Game Selection screen, press the UP or DOWN CONTROL PAD ARROW to select CONTINUE OLD and press the START BUTTON, the A BUTTON or the B BUTTON.

To enter your password, use the UP and DOWN CONTROL PAD ARROWS to scroll through the alphabet-UP to scroll forward, DOWN to scroll backward.

To move left and right along the password, press the appropriate LEFT or RIGHT CONTROL PAD ARROW. Once you have entered your password, to reach the Training Ship for the appropriate league, press the START, A or B BUTTON.

If you have entered an incorrect password, after a few seconds you will again see the Game Selection screen, or, to jump straight to it, press the START BUTTON.

NOTE: To CONTINUE a game from either the Galactic or Intergalactic League, AS LONG AS THE NES HAS NOT BEEN SWITCHED OFF, when you see the Game Over screen, press the START BUTTON. You will then see the Game Selection screen. Use the UP or DOWN CONTROL PAD ARROW to select CONTINUE OLD and press the START, A or B BUTTON. The password for whichever of the leagues you were in has automatically been entered, so to resume your bid, press the START, A or B BUTTON.

Face-to-Face in Outerspace

The gate is a sell-out. Martians, Centaurians, Mutants, Procyons (4 and 7) and Cyborgs have come to witness the local boys take the earthling apart piece by piece. The bookies are touting that maybe the result is not a foregone conclusion and some real galaxy-class boxing would be a sight for sore antennae, but from a human...is there any chance he'll even survive Round 1?

What they are forgetting is that you are no 'ordinary' human. You are Mark "Tough Guy" Tyler: bobbing, weaving, hands chugging, a chin like a rock and arms like pistons. Razor-like jabs halt the best of opponents. Swarming combinations make the bravest beg for mercy.

Power Punches leave every one of them with only the sweet relief that at last it's all over.

You've proven you are the greatest boxer in the world; it's time to show you are the greatest in the Universe. Use that hand speed, get the angles, move inside, mix it up and sling those bombs that send crowds to their feet and challengers to the floor. Show those aliens they're outboxed, outclassed and outta here.

The crowd is waiting.

The reputation of the human race is at stake.

Aliens, you're going down.

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TO RECEIVE THIS WARRANTY SERVICE:

1. DO NOT return your defective product to the retailer.

2. Notify ASC Consumer Service Department of the problem requiring warranty service by calling: 1-212-972-6262. Our Consumer Service Department is in operation from 9:00 am to 5:00 pm Eastern Standard Time, Monday through Friday. Please DO NOT send your product to ASC before calling our Consumer Service Department.

3. If our ASC Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization Number. Simply record this number on the outside of your packaging of your defective product and return it FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase, within this 90-day warranty period to:

American Softworks Corporation, Consumer Service Department, 228 East 45th Street, New York, NY 10017.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

-Reorient the receiving antenna.
-Relocate the NES with respect to the receiver.
-Move the NES away from the receiver.
-Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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